GAME BOY ADVANCE

AGB-BR2E-USA

Mr. DRILLER 2

INSTRUCTION BOOKLET

namco®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Official Nintendo Seal

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND THE NINTENDO DS™ VIDEO GAME SYSTEMS.

GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

EVERYONE

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CONTENT RATED BY ESRB

Important Legal Information

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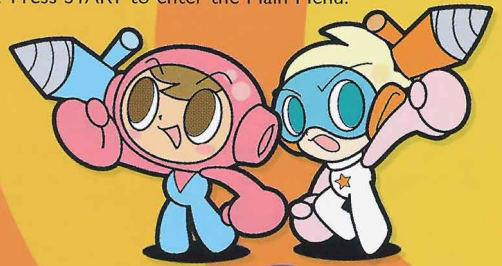
Mr. DRILLER® 2

CONTENTS

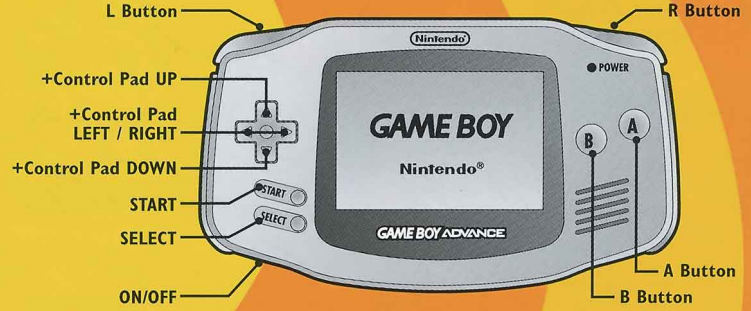
GETTING STARTED 4
CONTROLS 5
STORY 7
HOW TO PLAY 8
STARTING THE GAME 9
1P DRILLER 10
ENDLESS DRILLER 16
TIME ATTACK DRILLER 17
2P DRILLER 19
RECORDS 22
OPTIONS 23

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
2. Insert the *MR. DRILLER*®2 Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy® Advance ON. The Title Screen should appear. If the Title Screen fails to appear, return to step 1.
4. Press START to enter the Main Menu.



CONTROLS



STORY

In 20XX AD the Earth was suddenly struck by a mysterious swarm of Blocks. Only the heroic efforts of Susumu saved the planet from annihilation. Peace returned, but peace was not to last. Sitting happily at home with his dog Puchi, Susumu heard the news of another mysterious outbreak of Blocks! As Susumu prepared once again to deal with the Blocks, he heard a voice behind him…

HOW TO PLAY

In this game, the player controls either Susumu or Anna. Blocks of any color can be broken (except Hard Blocks), or can also be combined and eliminated. The player needs to advance as far as possible. When drilling deep down in the earth, you'll need Air to catch your breath. Recharge your Air Supply whenever you find Air Capsules.

CAREFUL: If you break Blocks thoughtlessly, you might cause other Blocks to fall onto your character.

STARTING THE GAME

On the Title Screen, press any button to go to the Main Menu Screen, and choose a character or a game mode you want to play.

If you're playing the game for the first time, go to the Player Name Screen to enter a Name.

CONTROLS

L Button/R Button . . . . . .Break Blocks
+ Control Pad . . . . . .Select options in menus, Move character
A Button . . . . . .Confirm selection, Break Blocks
B Button . . . . . .Cancel selection, Break Blocks
START . . . . . .Display Pause Menu

To Climb onto a Block, hold down the + Control Pad in its direction and the character will climb onto it automatically.

1P DRILLER

From here you can choose from three game modes – Mission Driller, Endless Driller and Time Attack Driller.

MISSION DRILLER

Drill towards the Goal, deep underground in the Earth. There are three Stages in Mission Driller. The depth of the Goal and the difficulty differs for each stage. You lose one life if your character is crushed under a Block or your Air Supply falls to 0%. It is Game Over if the number of Lives falls to 0. The game is Cleared when you reach the designated Goal.

India EASY. The Goal is set at a depth of 2,500 ft.

America NORMAL. The Goal is set at a depth of 5,000 ft.

Egypt HARD. The Goal is set at a depth of 10,000 ft., and the game is more difficult.

The Mission Driller Screen displays the following information:

- Name of the current Stage.
- Your current depth.
- Your current Score.
- The Air Supply you have left.
- Number of remaining Lives.

PAUSE MENU (ALL GAME MODES)

Press START during the game to display the Pause Menu. You will have access to the following options:

- **Continue:** Return to the current game screen.
- **Freeze:** Save current game and interrupt the game.
- **Retry:** Restart the current Stage from the beginning.
- **Select Stage:** Return to the Select Stage Screen.
- **Quit:** Return to the Title Screen.

ABOUT BLOCKS

Be careful when you break a Block at the bottom of a pile – the Blocks above can fall onto your character. Blocks of the same color (including X-Blocks) stick together, and disappear if more than 4 are combined. As the character drills deeper, Blocks dividing Levels appear every 500 ft. Breaking these Blocks clears the current Level and leads to the next. In each new Level, Air decreases faster and Blocks fall faster than in the previous Level.

X-Blocks These can be broken if your character drills them 5 times. Breaking them reduces your Air by 20%. Be careful not to break an X-Block when your Air is less than 20%!

Crystal Blocks Crystal Blocks disappear after a certain time. They might cause other Blocks to fall when this happens. They can be broken like other normal Blocks.

AIR SUPPLY

Your Air Supply decreases progressively throughout the game. Try to replenish the Air Supply with the Air Capsules that you can find throughout the Stages.

AIR SUPPLY WARNING

This warning appears when your Air Supply has fallen below 30%.

COUNTDOWN

The Air Supply Countdown starts at 5%; when your Air Supply is about to run out. At 0% one Life is lost.

1UP

When you reach certain scores in each Stage, the next Block you break releases a 1UP Undergrounder, which gives you one additional Life.

ABOUT SCORES

In Mission Driller, your Score is displayed on the game screen. Each broken Block gives you 10 points. Blocks combined and eliminated give you 30 points for each Block. Air Capsules are worth 100 points, increasing by 100 points with each additional collection. The more Air Capsules you pick up, the more points you score!

RESULTS

If you get a Game Over, or reach the Goal, the Results Screen appears to show your scores and depth you drilled down to.

MR. DRILLER BADGE

If you clear Mission Driller with no Misses, or achieve a specific score, you can receive a Mr. Driller Badge and Bonus Points will be added to your score.

ENDINGS

When your character reaches the Goal, an Ending appears. Previously seen Endings can be viewed again in the Options Screen.

GAME OVER

Game Over occurs if the Goal is achieved or if you lose all your Lives.

ENDLESS DRILLER

This is a mode where you drill endlessly until you use up all your Lives.

There are 3 levels of Difficulty: Easy (5 Lives), Normal (3 Lives), and Hard (1 Life).

The Endless Driller Screen displays the following information:

- **Your current depth.**
- **The greatest depth your character has achieved.**
- **The Air Supply you have left.**
- **Number of remaining Lives.**

* *At certain depths in each Level, a 1UP Undergrounder appears, giving you one additional Life.*

TIME ATTACK DRILLER

Your character must drill towards the Goal within a limited time over different Courses.

SELECT COURSE

Select one of the four Courses. If you beat the Time Limits on all four courses, new courses will become available.

COURSE PREVIEW

Use this Preview Screen to study the different Courses before you play the game.

THE TIME ATTACK SCREEN

The Time Attack Screen displays the following information:

- Your current depth.
- Time elapsed since the beginning of the game.
- Best Clear Time for this Course.
- Time given at the outset to complete the Course.

- X-Blocks can be broken if your character drills 5 times, but 5 seconds are added to your Time.
- Hard Blocks cannot be eliminated.
- When a Time Icon is picked up, the number shown is subtracted from your Time.
- When Flip is picked up, the screen flips horizontally.
- When Rotate is picked up the screen rotates 90 degrees.
- When Crystal is picked up Crystal Blocks are created.

NOTE: In this mode, the Time Limit and the Elapsed Time are shown instead of the Score, Air Supply Gauge, and Lives; and Time Icons appear instead of Air Capsules.

ENDINGS

If you clear all 10 courses in Time Attack Driller, an Ending appears. Also, by pushing the R Button in the Select Course Screen, you can attempt other hidden and more difficult Courses…

HOW TO LINK TWO GAME BOY® ADVANCE SYSTEMS

Link two Game Boy® Advance systems using a Game Boy® Advance Game Link® Cable. You need:

- 2 Game Boy® Advance systems
- 2 Mr. Driller™ 2 Game Paks
- 1 Game Boy® Advance Game Link® Cable

HOW TO LINK

1. Ensure that the power on both systems are switched OFF and insert a Game Pak into each system.
2. Plug the Game Boy® Advance Game Link® Cable into the extension connector of each system.
3. Turn ON the power on both systems.
4. See "2P Driller" for further instructions.

** The system linked via the smaller plug is Player 1.*

Two players can play each other head to head by linking two Game Boy® Advance systems. Basic functions are the same as for Mission Driller, but new functions such as the Attack item are added.

Before playing 2P Driller, link two Game Boy® Advance systems. Next, select the 2P Driller Mode. The Start Communication Screen will appear. Select 'Yes' to continue. Select 'No', or press the B Button to return to the Main Menu Screen. Set Difficulty and Lives on the Select Difficulty Screen.

2P Driller screen displays the following information:

- Your opponent's position. If your opponent is off the screen, an arrow indicates their position.
- Air Supply you have left.
- Lives you have left.
- Air Supply your Opponent has left.
- Lives your Opponent has left.

GET ITEMS!

In 2P Driller Mode, you can get items that can lead your Opponent to make a Miss. Items have different levels and become more effective as their level increases. The more you collect the Items, the higher the level becomes, up to a maximum of 5 levels.

FLIP

Flips your opponent's screen horizontally.

ROTATE

Rotates your opponent's screen 90 degrees.

CRYSTAL

Creates Crystal Blocks on your opponent's screen – they disappear after a certain time.

* *When a 2P Driller game is completed, the Results Screen appears. This displays the current Link Game Results and the Total Link Game Results of both players.*

RECORDS

This displays the record of your Best Results in the different game modes. Select the mode records you want to see and confirm by pressing the A Button. When the score is displayed, press the B Button to return to the previous screen.

- Records for the 1P Driller Modes are recorded separately for three different modes.
- You can view Records such as the Number of Games played.
- The Endless Driller Record shows your Best Result and Average Depth.
- The Time Attack Driller Record shows the Number of Games, Best Result, and Average for your Clear Time.
- The 2P Driller Record shows the Link Game Results in the VS Mode.

* *Select Totals to see the total distance drilled by your character, your total playing time, and how many times your character has been crushed by Blocks.*

OPTIONS

Lets you change some settings. You can also view previously seen Endings and the Driller Cards that you have collected.

DRILLER CARDS

Select Driller Cards to view the cards that you have collected during the game. There are 20 cards in total to collect. In the Options Screen you can also choose a Driller Card not yet collected in order to see what you need to achieve to win it.

BUTTON CONFIGURATION

You can reconfigure your controls here.

ENDINGS

See the Endings for the Stages you have cleared. Each character has individual Endings.

CHANGE NAME

To change the player Name you entered previously.

CLEAR DATA

To delete all data except your player Name.